

EmuMovies

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NINTENDO DS™



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Single-Card
Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

CONTENTS

JOIN THE FINAL BATTLE OF HOGWARTS™!	4
COMPLETE CONTROLS.....	5
PLAYING THE GAME	6
HARRY'S FINAL QUEST	10
MULTIPLAYER	18
HINTS AND TIPS	19
LIMITED 90-DAY WARRANTY.....	20

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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WWW.HARRYPOTTER.EA.COM

JOIN THE FINAL BATTLE OF HOGWARTS™!

The race is on for Harry, Ron and Hermione to find the last four Horcruxes whose destruction will bring Voldemort's™ deadly reign to an end.

Join Harry and his friends in their final stand against the Dark Lord and his followers – a battle that will test just how far they are willing to go in order to complete their ultimate quest.

COMPLETE CONTROLS

GENERAL GAMEPLAY

ACTION	CONTROL
Walk	Drag the Nintendo DS™ stylus near the character in the direction you want them to move.
Run	Drag the stylus further away from the character in the direction you want them to move.
Cast <i>Stupefy</i>	Touch the target with the stylus.
Cast <i>Protego</i>	Press and hold the L Button/R Button (once the ability is unlocked later in the game, correctly timed casts deflect spells).
Cast <i>Multi-Shot Jinx</i>	Press and hold the L Button/R Button to charge the jinx. Release the L Button/R Button to cast it (this spell is not available at the start of the game).
Cast an area spell	Use the stylus to draw a circle around the caster.
Cast <i>Wingardium Leviosa</i>	Touch the target with the stylus to lift it. Drag the stylus in the required direction to move it. Touch the target with the stylus to drop it.

ACTION

Cast *Glacius*

CONTROL

Touch the target with the stylus to freeze it. Drag the stylus in the required direction to move it. Touch the target with the stylus to stop casting on it.

Cast other exploration spells

Touch the target with the stylus and then use it to trace around the symbol on the Touch Screen.

Pause game

Press **START**.

NOTE: The selected character's running direction can also be controlled using +Control Pad up/down/left/right and the X Button/B Button/Y Button/A Button.

PLAYING THE GAME

To set up a brand new adventure, choose your language and select an empty profile slot. Enter your profile name using the on-screen keyboard, select **START** and then choose **START GAME** in the main menu.

NOTE: To erase an active profile slot – and its associated saved game – select one and choose **ERASE**.

MAIN MENU

From the main menu you can begin or continue an adventure, take on a friend in a magical Multiplayer challenge, change game settings and replay completed Chapters.

NOTE: Choose **OPTIONS** in the main menu to adjust audio settings, view the game credits and change the current language.

CHAPTER SELECT SCREEN

Replay a Chapter you've already completed to collect items you've missed and beat your best score. To replay a completed Chapter, choose **CHAPTER SELECT** in the main menu, touch the arrows to select a Chapter and then touch **START CHAPTER**.

GAME SCREEN

The Touch Screen displays all the action and features a number of helpful icons.



HEALTH BAR

The controlled character's Health Bar decreases when they are struck by spells. It can be replenished by picking up health potions dropped by defeated enemies.

ABILITY BAR

Filling the Ability Bar allows Harry and his friends to cast area spells, which impact groups of enemies at once (see *Character-specific Area Spells*).

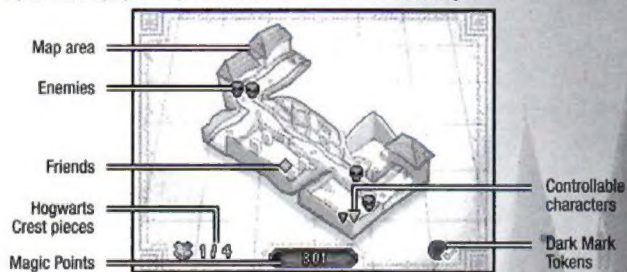
CHARACTER SWAP ICON

Most Chapters contain a pair of playable characters that can be controlled one at a time. To swap from one character to another, touch the character swap icon in the top left-hand corner of the Touch Screen.

ANIMAGUS ICON

The Animagus icon appears in the bottom left-hand corner of the Touch Screen when Professor McGonagall is selected. Touching it with the stylus allows her to transform into a cat.

The Top Screen displays a map of the selected character's surroundings.



SAVING AND LOADING

Harry Potter and the Deathly Hallows™ - Part 2 autosaves as you play. When you return to an adventure, you rejoin your quest at the last saved checkpoint.

To load a saved adventure when you start the game, select an active profile slot, choose **START** and touch **RESUME GAME** in the main menu.

HARRY'S FINAL QUEST

To be successful in their most challenging quest yet, Harry and his friends must complete a variety of testing missions, thinking and fighting their way past all manner of barriers, from enemies intent on blocking their path to man-made, magical and natural obstructions. Fortunately they have a range of spells at their disposal that can help them overcome the most formidable foes and impassable obstacles.

COMBAT

A whole army of adversaries is trying to ensure that Harry's mission ends in failure and only the full breadth of his friends' spell-casting knowledge, from simple jinxes to powerful spells capable of stunning groups of enemies, will keep the Dark Lord's followers at bay.

TIP: Some spells can be cast by all the game's characters, while others are available only to specific individuals; so, in order to select the right spell at the right time, it's important to know the contents of each character's magical armoury!

COMBAT SPELLS

The following spells, which can be helpful when attacked by individuals or small groups of enemies, can be cast by all the characters in the game.

NOTE: The *Multi-Shot Jinx* is not available at the beginning of the adventure.

SPELL	DESCRIPTION	CONTROL
<i>Stupefy</i>	The Stunning Spell dazes enemies and reduces their health.	Touch the target with the stylus.
<i>Protego</i>	<i>Protego</i> , the shield charm, protects its caster from attack and can be used to deflect incoming spells in the direction of enemies. This is especially effective when multiple spells are being directed at them.	Press and hold the L Button/R Button (once the ability is unlocked, time casts correctly to deflect spells).
<i>Multi-Shot Jinx</i>	Used to defeat groups of enemies, the <i>Multi-Shot Jinx</i> produces rapid-fire jinxes that are effective in clearing a path through a crowd of attackers.	Press and hold the L Button/R Button until the jinx is charged. Release the L Button/ R Button to cast the fully charged jinx.

CHARACTER-SPECIFIC AREA SPELLS

Unlike combat spells, area spells are used to target a wide radius around the caster. They are particularly helpful when the caster is surrounded by a crowd of enemies, as area spells will affect all enemies for a short while, allowing the caster to evade adversaries or attack them before they can recover.

☛ To cast an area spell, use the stylus to draw a circle around the caster.

Harry and his friends each specialise in a different area spell:

SPELL	CHARACTER	DESCRIPTION
<i>Avis</i>	Hermione	Conjures a small flock of birds.
<i>Pullus</i>	McGonagall	Transfigures enemies into chickens.
<i>Petrificus Totalus</i>	Ron	Renders enemies completely immobile. Full body bind.
<i>Accio</i>	Neville	Can be used to Summon Devil's Snare which traps enemies within its tendrils.
<i>Glacius</i>	Flitwick	Freezes enemies with a blast of cold air, slowing their movement.
<i>Reducto</i>	Seamus	Breaks weakened structures, causing falling boulders.
<i>Cascading Jinx</i>	Harry	Causes spells to break up in mid-air and fall to the ground as a number of smaller jinxes.

THE ABILITY BAR

Unlike ordinary combat spells, successful area spell casting is reliant on the Ability Bar in the top right-hand corner of the Touch Screen. If the Ability Bar is empty, any attempted casts are unsuccessful. What's more, due to their immense power, area spells quickly drain the Ability Bar so they should only be used when absolutely necessary.

MAGIC POINTS

In order to refill the Ability Bar, Harry and his friends must collect Magic Points by exploring their surroundings and solving puzzles. There are also magical items hidden around the world waiting to be turned into Magic Points. To do so, touch one with the stylus and then move the stylus quickly from side to side.

EXPLORATION

The path Harry and his friends have chosen is a challenging one which requires brains as well as skill. Aside from the dangers posed by Voldemort's followers, the friends must overcome a multitude of hurdles as they complete their journey. From seemingly impenetrable barriers to yawning chasms stretching beneath their feet, each obstacle requires its own magical solution.

USEFUL ITEMS

Harry's world is full of items that can be used to aid him in his quest. All it takes is the right spell.



With a well-aimed cast, these switches open seemingly impassable doors.



The right amount of weight applied to these pressure pads can unblock Harry's path.



With the right spell, many seemingly unhelpful objects are put to good use by Harry and his friends.



As their name would suggest, co-op pads always come in pairs and only unlock doors if each character stands on one.

EXPLORATION SPELLS

In the same way that *Stupefy* and *Protego* are useful spells to use in a battle, there are also a number of spells perfectly suited for exploration.





SPELL	DESCRIPTION	CONTROL
<i>Wingardium Leviosa</i>	Lifts, moves and drops objects.	Touch the object with the stylus to lift it. Drag the stylus in the required direction to move it. Touch the object with the stylus to drop it.
<i>Glacius</i>	Freezes water with a blast of cold air.	Touch the target with the stylus to freeze it. Drag the stylus in the required direction to move it. Touch the target with the stylus to stop casting on it.





CHARACTER-SPECIFIC SPELLS AND ABILITIES

Each of Harry's friends specialises in a spell or ability that plays a part in overcoming the variety of obstructions sitting between them and the completion of their quest.

- To cast an exploration spell, use the stylus to touch your target and then trace over the shape that appears on the Touch Screen.
- To transform Professor McGonagall into her Animagus form, touch the cat icon in the bottom left-hand corner of the Touch Screen.

NOTE: If you need to perform a spell which the currently-controlled character cannot cast in-game, the icon of the required character appears, prompting you to touch the character swap icon.

SPELL/ABILITY	CHARACTER	DESCRIPTION
 Alohomora	Hermione	Unlocks doors.
 Animagus	McGonagall	Allows McGonagall to transform into a cat and access smaller entrances.
 Deluminator	Ron	Moves light from one source to another.
 Herbivicus	Neville	Grows vines that can be used to access out-of-reach platforms.

SPELL/ABILITY	CHARACTER	DESCRIPTION
 Revelo	Harry	Reveals hidden objects and entrances.
 Reparo	Harry	Fixes broken objects.
 Protego Maxima	Flitwick	Creates a magical barrier that can be used to protect Hogwarts.
 Reducto	Seamus	Destroys weakened structures (such as walls).

HOGWARTS CRESTS

Hogwarts Crest quarters are scattered throughout Harry's world. Collect all four pieces in each Chapter, along with the required number of Magic Points, to gain health and area spell upgrades.

DARK MARK TOKENS

Explore every inch of your surroundings to reveal the location of these small, disk-like objects featuring the Dark Mark. One Dark Mark Token is hidden in each Chapter. Collect them all to play as Voldemort in Multiplayer mode.

MULTIPLAYER

Engage in a magical duel with friends, helping characters from the single-player game to collect as many Magic Points as they can. Race against time to end the game with more Magic Points than your rival. And remember, if you're lagging behind, a well-placed area spell can shift the balance of power in your favour!

PLAYING A MULTIPLAYER GAME

To play a multiplayer game, select MULTIPLAYER in the main menu. To host one, select HOST GAME, choose a character and a location and decide on the number and duration of rounds. To join a game created by your opponent, select JOIN GAME. A round ends when all available Magic Points have been collected or when the timer runs down, whichever occurs first. The player with the most Magic Points at the end of the final round is the winner.

NOTE: In order to use the full range of unlocked characters in multiplayer games, both players must have a *Harry Potter and the Deathly Hallows - Part 2* game card inserted in their Nintendo DS system. If only one game card is inserted, Harry is the only character available for use.

HINTS AND TIPS

- ☞ Use area spells to provide breathing space if combat is becoming too hectic. They stop attacks from spiders, Snatchers and snakes.
- ☞ The *Pullus* spell is particularly useful when fighting Acromantula as, once they are transfigured, they are much easier to defeat!
- ☞ When solving puzzles, look out for nearby objects and then think of ways to use available spells to your advantage.
- ☞ Select the Animagus icon to transform Professor McGonagall into a cat and help her get through even the tightest of spaces.
- ☞ When a speech bubble containing spinning cogs appears above a character, it means they have discovered a co-op pad and can no longer be controlled until their partner has found a matching one to stand on.
- ☞ Upon completing a single-player Chapter, the characters featured within it are unlocked for use in multiplayer games.

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US 1 (855) 626-1001

EA Warranty Mailing Address

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Austin, TX 78753

Notice

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E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://support.ea.com>.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at US 1 (855) 626-1001. No hints or codes are available from Technical Support.

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